

**SYSTEM, METHOD AND ARTICLE OF MANUFACTURE FOR A
BUSINESS LAYER COMPONENT IN A MULTIMEDIA
SYNCHRONIZATION FRAMEWORK**

ABSTRACT

A system, method and article of manufacture are provided for identifying a plurality of events which are played back simultaneously on a plurality of networked client apparatuses. First, a plurality of events are stored in memory on a plurality of client apparatuses. The events each have a unique identifier associated therewith and which are stored in the memory. In operation, the client apparatuses are adapted to be coupled to a host computer via a network. The identifier of the event which is stored in the memory of the client apparatuses is then retrieved utilizing the network. Such identifier is subsequently compared with an identifier of a scheduled event. If the comparison renders a match, the playback of the event is begun on each of the client apparatuses.

DO NOT READ PAGES 10-11